

A M E N D M E N T S t o t h e C L A I M S

The following is a detailed listing of all claims that are, or were, in the application. A status identifier is provided for every claim and the current text of every claim is presented, unless the claim has been cancelled.

Current amendments to the claims are expressed in the detailed listing by strikethrough or double-brackets (for deleted matter) or underlining (for added matter).

1. (Previously presented) A method comprising:
 determining a plurality of plays at a gaming device;
 calculating a speed of game play for each of the plurality of plays based on a number of plays per unit time;
 determining a pay schedule for each of the plurality of plays based on the calculated speed of game play; and
 displaying a racing object having a position which changes based on the calculated speed of game play,
 wherein a player payout percentage defined by the determined pay schedule for each of the plurality of plays is greater for a first speed of game play than for a second speed of game play, the first speed being greater than the second speed.
2. (Original) The method of claim 1, in which the step of calculating the speed of game play comprises:
 calculating the speed of game play based on a number of plays which have occurred since a predefined amount of time.

3. (Original) The method of claim 1, in which the step of calculating the speed of game play comprises:
calculating the speed of game play based on a predetermined number of plays.
4. (Original) The method of claim 1, further comprising:
providing a payout based on at least the determined pay schedule.
5. (Original) The method of claim 1, further comprising:
calculating a running count based on the speed of game play; and
providing a payout based on at least the running count.

Claims 6-12 (Cancelled).

13. (Previously presented) A method comprising:
receiving payment for a predetermined number of slot machine outcomes;
generating the predetermined number of slot machine outcomes, each outcome corresponding to a speed value; and
displaying a racing object having a position which changes based on the speed value.
14. (Original) The method of claim 13, further comprising:
providing a payout based on at least the speed value.

15. (Original) The method of claim 13, further comprising:
providing a payout based on at least the position.
16. (Original) The method of claim 13, further comprising:
calculating an average speed; and
providing a payout based on at least the average speed.
17. (Original) The method of claim 13, in which generating the
predetermined number of slot machine outcomes comprises:
generating a respective slot machine outcome for each one of a
plurality of player commands.

Claims 18-28 (Cancelled).

29. (Previously presented) A method comprising:
determining revenue received per unit of time from a player playing a
wagering game at a gaming device;
determining a magnitude of a multiplier based on the revenue,
wherein the multiplier is of a first magnitude for a first revenue
and of a second magnitude for a second revenue and further wherein the first
revenue is greater than the second revenue and the first magnitude is greater
than the second magnitude;
determining a base amount for a payout;
calculating the payout by multiplying the base amount by the
multiplier; and
providing the payout to the player.

Claims 30-32 (Cancelled).

33. (Cancelled).

34. (Previously presented) A method comprising:

determining a value indicative of revenue received per unit of time from a player playing a wagering game at a gaming device;

determining a payout based on the value; and
providing the payout to the player,

wherein determining the value indicative of revenue received comprises determining a multiplier,

wherein the multiplier is of a first magnitude if the revenue is a first revenue and the multiplier is of a second magnitude if the revenue is a second revenue, and wherein the first magnitude is greater than the second magnitude and the first revenue is greater than the second revenue, and further

wherein determining the payout based on the multiplier comprises

determining a base value for the payout and

determining the payout by multiplying the multiplier by the base value.

35. (Previously presented) A method comprising:
- determining a speed at which a wagering game is being played at a gaming device for each of a plurality of plays;
 - determining, based on the speed, a reward to provide to a player participating in the wagering game; and
 - providing the reward to the player for each of the plurality of plays, wherein the reward is determined such that a more beneficial reward is determined and provided to the player if the speed is a first speed that is greater than a second speed.
36. (Previously presented) A method comprising:
- determining a plurality of plays at a gaming device;
 - calculating a speed of game play for each of the plurality of plays based on a number of plays per unit time; and
 - determining a pay schedule for each of the plurality of plays based on the calculated speed of game play;
 - wherein a player payout percentage defined by the determined pay schedule for each of the plurality of plays is greater for a first speed of game play than for a second speed of game play, the first speed being greater than the second speed.